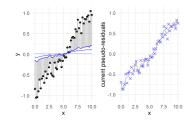
Introduction to Machine Learning

Gradient Boosting: Illustration



Learning goals

- See simple visualizations of boosting in regression
- Understand impact of different losses and base learners

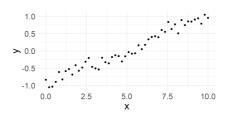


GRADIENT BOOSTING ILLUSTRATION - GAM

GAM / Splines as BL and compare L2 vs. L1 loss.

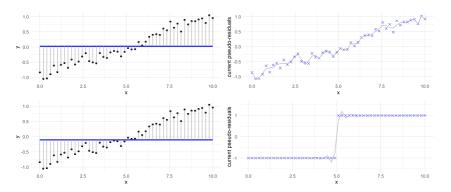
- L2: Init = optimal constant = mean(y); for L1 it's median(y)
- BLs are cubic B-splines with 40 knots.
- PRs L2: $\tilde{r}(f) = r(f) = y f(\mathbf{x})$
- PRs L1: $\tilde{r}(f) = sign(y f(\mathbf{x}))$
- Constant learning rate 0.2

$$\begin{aligned} y^{(i)} &= -1 + 0.2 \cdot x^{(i)} + 0.1 \cdot sin(x^{(i)}) + \epsilon^{(i)} \\ n &= 50 \text{ ; } \epsilon^{(i)} \sim \mathcal{N}(0, 0.1) \end{aligned}$$





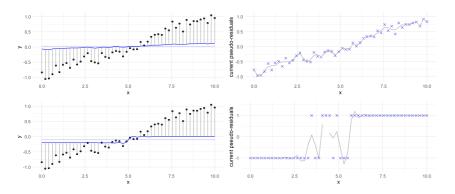
Top: L2 loss, bottom: L1 loss





Iteration 1

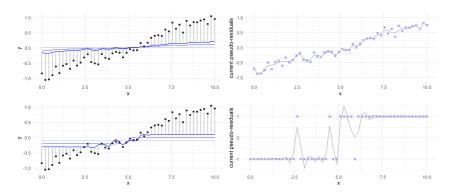
Top: L2 loss, bottom: L1 loss





Iteration 2

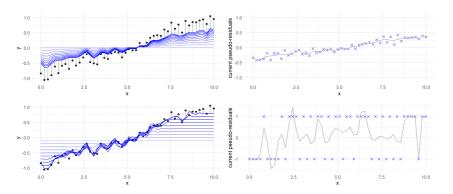
Top: L2 loss, bottom: L1 loss





Iteration 3

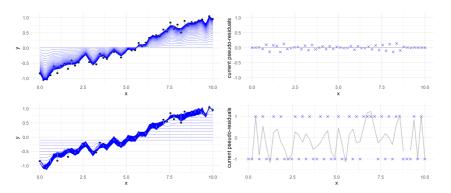
Top: L2 loss, bottom: L1 loss





Iteration 10

Top: L2 loss, bottom: L1 loss

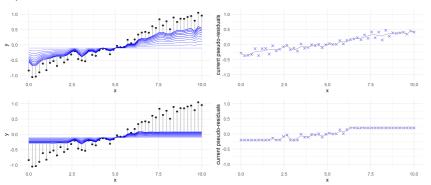




Iteration 100

GAM WITH HUBER LOSS

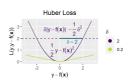
Top:
$$\delta$$
 = 2, bottom: δ = 0.2.





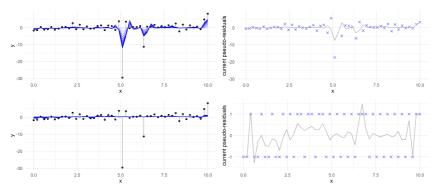
Iteration 10

For small δ , PRs are often bounded, resulting in L1-like behavior, while the upper plot more closely resembles L2 loss.



GAM WITH OUTLIERS

Instead of Gaussian noise, let's use t-distrib, that leads to outliers in y. Top: L2, bottom: L1.



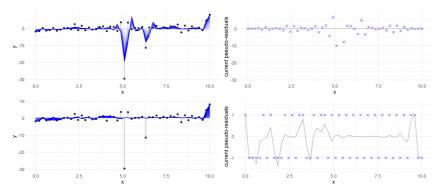


Iteration 10

L2 loss is affected by outliers rather strongly, whereas L1 solely considers residuals' sign and not their magnitude, resulting in a more robust model.

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Instead of Gaussian noise, let's use t-distrib, that leads to outliers in y. Top: L2, bottom: L1.

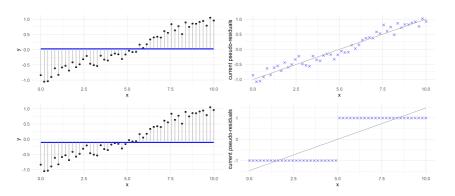




Iteration 100

L2 loss is affected by outliers rather strongly, whereas L1 solely considers residuals' sign and not their magnitude, resulting in a more robust model.

Top: L2, bottom: L1.

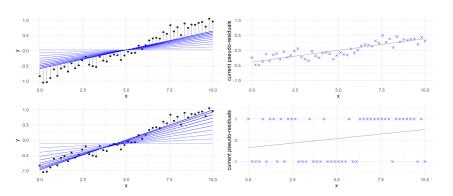




Iteration 1

L2: as $\tilde{r}(f) = r(f)$, BL of 1st iter already optimal; but learn rate slows us down.

Top: L2, bottom: L1.

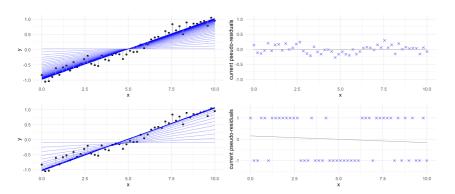




Iteration 10

L2: as $\tilde{r}(f) = r(f)$, BL of 1st iter already optimal; but learn rate slows us down.

Top: L2, bottom: L1.





Iteration 100

L2: as $\tilde{r}(f) = r(f)$, BL of 1st iter already optimal; but learn rate slows us down.